

Python: module xmgrace.ValidationFunctions

xmgrace.ValidationFunctions

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```
## import string
```

Functions

changeGraph(self, name, value)

checkAngle(self, name, value)

checks angles in degrees

checkArrowPosition(self, name, value)

checks for arrow type

checkArrowType(self, name, value)

checks for arrow type

checkAuto(self, name, value)

check for 'auto' or a value

checkAvalueType(self, name, value)

checks for arrow type

checkBaseLineType(self, name, value)

checks the baseline type

checkChar(self, name, value)

checks the character for symbol

checkColor(self, name, value)

checkDSetType(self, name, value)

checks the dataset type

checkFillType(self, name, value)

checks the fill type

checkFont(self, name, value)

set the font

checkFormat(self, name, value)

checks for the format

checkFrameType(self, name, value)

set the frame style

checkGraphType(self, name, value)
 check the graph type

checkInOut(self, name, value)
 check in or out

checkInStringsList(self, name, value, values)
 check if value is in values

checkInStringsListInt(self, name, value, values)
 checks the line type

checkJustification(self, name, value)
 checks the justification

checkLayout(self, name, value)
 check the layout para/perp

checkLineType(self, name, value)
 checks the line type

checkLinestyle(self, name, value)
 set the line style

checkList2(self, name, value)
 check for a list of 2 number

checkList4(self, name, value)
 check for a list of 4 number

checkListorTuple(self, value, name)

checkLoc(self, name, value)
 check the loc (auto) or a location

checkLoctype(self, name, value)
 check the location type (view/world)

checkNumber(self, name, value)

checkOffset(self, name, value)
 check the offset

checkOnOff(self, name, value)

checkOnOffInt(self, name, value)
 checks for on/off and set to 1/0

checkPattern(self, name, value)
 check the pattern

checkPercent(self, name, value)

check to see if a number is between 0 and 1

checkPositiveInt(self, name, value)

checkPositiveNumber(self, name, value)

checkRGB(self, name, value)

checkRegionLine(self, name, value)

checkRegionType(self, name, value)

checkRegionXy(self, name, value)

checkRule(self, name, value)

checks the rule

checkScale(self, name, value)

check the scale

checkSide(self, name, value)

check the side

checkString(self, name, value)

import string

checkStringXY(self, name, value)

check xy

checkSymbol(self, name, value)

check the symbol

checkTickLocation(self, name, value)

check that the locations are ok

checkTickType(self, name, value)

check the type of special ticks

checkTickValues(self, name, value)

check that the locations are ok

checkTicksType(self, name, value)

check the type of special ticks

checkTrueFalse(self, name, value)

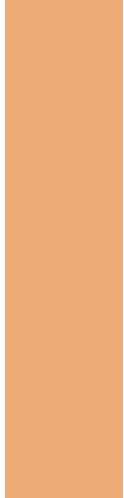
check for 'true' or 'false'

checkX1X2Y1Y2(self, name, value)

returns x1 x2 y1 y2

checkXY(self, name, value)

check xy



```
getStringXY(self, name)
    get the offset

getX1X2Y1Y2(self, name)
    returns x1 x2 y1 y2

getXY(self, name)
    get the offset

isListorTuple(value)

isNumber(value)

setAxesMinMax(self, name, value)
```